

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

Claims 1.-15. (Cancelled)

16. (Currently Amended) A gaming machine for executing a game play with the aid of a smart card, the gaming machine comprising:

a master gaming controller designed or configured to control a game of chance played on the gaming machine by executing game code that uses using (a) gaming instructions generated by a processor on the smart card wherein the gaming instructions generated by the processor include commands and/or data compatible with the game code executed by the master gaming controller and (b) gaming instructions generated by the master gaming controller, said master gaming controller including a first memory for storing the gaming instructions received from the smart card, a first processor, separate from the processor on the smart card, for executing the game code and a communication interface for allowing communications with the smart card and receiving the gaming instructions from the smart card;

the smart card operable to execute one more gaming applications to generate the gaming instructions, said smart card including : the processor for executing the gaming applications, an input/output interface for allowing communications with the master gaming controller and a second memory for storing the gaming applications executed by the processor; and

a smart card reader providing a communication interface between said smart card and said master gaming controller; wherein the gaming machine is operable to receive the smart card in the smart card reader from a game player playing the game of chance on the gaming machine,

an input mechanism, connected to and under control of the master gaming controller, for receiving cash or indicia of credit for wagers on the game of chance played on the gaming machine; and

and an output mechanism, connected to and under control of the master gaming controller, for outputting cash or indicia of credits.

17. (Original) The gaming machine of claim 16, further comprising:

a network communication interface wherein the smart card communicates with a game service server using said network communication interface.

18. (Original)The gaming machine of claim 17, wherein the game service server is selected from the group consisting of an accounting server, a bonus game server, a progressive server, a player tracking server and a cashless system server.

19. (Original)The gaming machine of claim 16, wherein the gaming instructions generated by a processor on the smart card specify a progressive game that affects a game presentation on the gaming machine.

20. (Original)The gaming machine of claim 16, wherein the gaming instructions generated by a processor on the smart card specify a paytable used by the gaming machine in a game presentation.

21. (Original)The gaming machine of claim 16, further comprising:  
a speaker.

22. (Original)The gaming machine of claim 21, wherein said speaker outputs audio components stored in a memory on said smart card.

23. (Previously Presented)The gaming machine of claim 16, further comprising  
a graphical display.

24. (Original)The gaming machine of claim 23, wherein said graphical display outputs graphical components stored in a memory on said smart card.

25. (Original) The gaming machine of claim 16, wherein the gaming instructions generated by a processor on the smart card specify a bonus game that affects a game presentation on the gaming machine.

26. (Original)The gaming machine of claim 16, wherein the game is selected from the group consisting of a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game and a video card game.

27. (Currently Amended) In a gaming machine, a method for executing a game play on the gaming machine with the aid of a smart card, the method comprising:

receiving a signal indicating a smart card has been inserted in a smart card reader on the gaming machine wherein the signal is received in a master gaming controller designed to control a game of chance played on the gaming machine;

establishing communications, under control the master gaming controller, with said smart card;

receiving, under control of a master gaming controller, first gaming instructions from at least one of a plurality of gaming applications executed by a processor on the smart card wherein the first gaming instructions generated by the processor include commands and/or data compatible with game code for controlling the game of chance that is executable by the master gaming controller;

storing the first gaming instructions on a memory device on the master gaming controller;  
receiving a wager on a game of chance; and

executing game code, under control of the master gaming controller, to generate  
generating a the game of chance on the gaming machine using the first gaming instructions provided from the smart card and using second gaming instructions provided by a master gaming controller on the gaming machine wherein the gaming machine is operable to receive the smart card in the smart card reader from a game player playing the game of chance on the gaming machine.

28. (Original)The method of claim 27, further comprising:  
authenticating the smart card.

29. (Original)The method of claim 27, further comprising:  
receiving a list of gaming applications available on the smart card from the smart card.

30. (Original)The method of claim 29, further comprising:  
selecting a gaming application from the list of gaming applications and  
requesting the smart card to execute the selected gaming application.

31. (Original)The method of claim 27, further comprising:  
sending gaming machine identification information to the smart card.

32. (Previously Presented) The method of claim 27, wherein the first gaming instructions include at least one of player tracking information, loyalty points, paytables, game components, game configuration information, a game play history, progressive game information, bonus game information, voucher information and combinations thereof.

33. (Original) The method of claim 32, wherein the game component includes at least one of a graphical game component and an audio game component.

34. (Original) The method of claim 32, wherein the game configuration information is selected from the group consisting of a game type, a game version, a game background, a game denomination and a game wager amount.

35. (Previously Presented) The method of claim 27, further comprising:  
in response to the first gaming instructions received from the smart card, communicating with a remote game server.

36. (Original) The method of claim 27, further comprising:  
sending game play information to the smart card.

37. (Original) The method of claim 27, wherein the game play is for a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game and a video card game.

38. (Original) The method of claim 27, further comprising:  
downloading a gaming application stored on the smart card and executing said gaming application on the gaming machine.

39. (Original) The method of claim 27, further comprising:  
downloading a game stored on the smart card and executing said game on the gaming machine.

40. (Original) The method of claim 39, wherein the game is a pull tab game.

Claims 41.-58. (Cancelled)